## 2003 California Children's Healthy Eating and Exercise Practices Survey

## Table 61: Minutes Spent on Sedentary Activities on a Typical Weekday: Television, Video Games and Computer for Fun (Diary Sample)

How may minutes did your child watch TV/videos for fun or play computer games or play video games for fun during each of the three major parts of the day?

	Minutes Spent Watching TV or Playing Video/Computer Games, Mean <sup>1</sup>	Guideline for 2 or Fewer Hours of Sedentary Activity, Percent <sup>2</sup>
Total	90	79
Gender		
Males	93	75 **
Females	87	84
Ethnicity		
White	79 <sup>a</sup> *	80
African American	106 <sup>a</sup>	77
Latino	99 <sup>a</sup>	75
Asian/Other	84 <sup>a</sup>	89
Income		
<u>&lt;</u> \$19,999	128 <sup>b</sup> ***	66 **
\$20,000 - \$49,999	91 <sup>a</sup>	79
<u>&gt;</u> \$50,000	80 <sup>a</sup>	82
Federal Poverty Level		<u> </u>
185%	111 ***	73 **
> 185%	80	82
Food Stamps		<u> </u>
Yes	116	71
No	89	79
Overweight Status		
Not at Risk	87	78
At Risk/Overweight	98	79
Physical Activity		
>60 minutes	90	78
<60 minutes	90	80
School Breakfast		
Yes	91	75
No	90	80
School Lunch		
Yes	100 **	76 *
No	77	84
Nutrition Lesson		
Yes	88	79
No	93	79
Exercise Lesson		
Yes	90	80
No	91	77

A box around a group of numbers signifies that differences observed within this group are statistically significant.

Categories sharing a common superscript (a,b,c) are not statistically different from each other (Tukey's test at a procedure-wise error rate=.05).

California Department of Health Services: September 2005

<sup>&</sup>lt;sup>1</sup> ANOVA

<sup>&</sup>lt;sup>2</sup> Chi Square Test

<sup>\*</sup> p<.05

<sup>\*\*</sup> p<.01

<sup>\*\*\*</sup> p<.001